

SOUL EATER

"Yer fancy magic won't bring back yer friend, not until we get him out of that blasted fiend. We don't have much time, lets get to work."

- Harsk Ironfist, Devil Slayer.

Soul Sustenance. Soul eaters feast on the souls of all living beings, drawing power from everything that makes a creature unique and blending the trapped souls into their own. Souls lose all personality and become fuel for the soul eater's engine.

The soul engine roars when used, the sound of hundreds perhaps thousands of lost souls trapped in a vortex for what seems like eternity. This sound can be understandably unsettling for most, but to those whose friends or family are imprisoned by the soul eater it is heart wrenching.

Condemned Carapace. The soul eater looks to be a heavily armoured humanoid, but in actual fact the soul eater has more in common with beetles and carapace than it does metal. Its living carapace gives way for its gaping maw, the inside of which is impossibly black and seemingly infinite.

A creature's twisted and distorted face and arms often appear where one would expect the head to be, this visage is one of the soul eaters trapped souls which the soul eater uses to see as it lacks natural eyes of its own.



SOUL EATER

Large fiend, chaotic evil

Armor Class 17 (natural armor)

Hit Points 178 (17d8 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	21 (+5)	14 (+2)	15 (+2)	17 (+3)

Saving Throws Con +10, Cha +8

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, necrotic

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, telepathy 120 ft.

Challenge 16 (15,000 XP)

Consume Soul. A soul eater captures the souls of creatures that die within 120 feet of the soul eater provided those creatures are neither constructs nor undead. The soul eater gains 26 (4d12) temporary hit points when it captures a soul and after 24 hours the creature's soul is destroyed, becoming part of the soul eater. A creature destroyed by a soul eater can be restored to life only by a *wish* spell.

Death Throes. When the soul eater dies, it unleashes its trapped souls, and each creature within 30 feet of it must make a DC 18 Dexterity saving throw, taking 35 (10d6) radiant damage on a failed save, or half as much damage on a successful one. Creatures within 5 feet of the soul eater have disadvantage on the saving throw.

Magic Weapons. The soul eater's weapon attacks are magical.

Soul Engine. Stolen souls power the soul eater and as a bonus action it can exploit the trapped souls in the following ways:

1. **Steal Life.** The soul eater regains 27 (6d8) hit points.
2. **Borrow Experience.** The soul eater makes its next attack roll, ability check, or saving throw with advantage.
3. **Restless Dead.** The soul eater makes one clawed gauntlet attack.

>> **Soul Spikes.** When a creature starts its turn grappling or grappled by the soul eater it takes 10 necrotic damage. >
> ### Actions > **Multiattack.** The soul eater makes three attacks: two with its clawed gauntlets and one with its gaping maw. >> **Clawed Gauntlet.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage plus 13 (3d8) necrotic damage. >> **Gaping Maw.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 13 (3d8) necrotic damage. If the target is a Large or smaller creature, it is also grappled (escape DC 18). The grappled target is also

restrained. The soul eater can grapple only one creature with its gaping maw at a time. >